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## Nintendo Enterirainimant

## Thank you for selecting the Dusty Diamond's All-Star

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## Product Manager

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## PRECAUTIONS

. This is a high-precision game pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game pak 3. Please turn otf your Nintendo whenever you change cartridge
4. Do not clean with benzene, paint thinner alcohol, or other solvents.

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## THIS IS DUSTY DIAMOND'S ALL-STAR

 SOFTBALI!
## It's Fun Just to Watch the Game!

in Dusty Diamond's All-Star Softball, every player looks difterent. You can see right away who's who in the game. You'll be able to remember and recognize your players in no time

## Any Player Can Play Any Position!

 Since every player has throwing, hitting, and defensive abiitites, any player can play any position on the team - including pitcher
## Choose Your Own Team!

Since there are no preset teams, you can choose a 10 -member team out of a roster of 60 different players. Your first step toward victory is to assemble the best team possible. You decide!

## Your Game Tactics Depend on the Field

 You Play!The six playing fields in Dusty Diamond's All-Star Sotball all have different characteristics, so you $1 /$
need to change your game tactics depending on the field. You might want to change your players playing positions or even their batting order. Its important to have different strategies for different fieids.

## Play Fast Pitch or Slow Pitch!

Dusty Diamond's All-Star Softball lets you choose the type of game you want to play: fast pitch or slow pich softball. Fast pitch is played very much like regular baseball; however slow pitch has some unique differences

## Surprises!

On top of all the abilifies your players already possess, every player has "special skills" Remember that even though players may not have high levels of ability, they can still make some surprising plays.

## THE STORY BEHIND THE GAME

Mudville was the sight of the classic poem, "Casey at the Bat". But Mudville has another - and some say, even greater - claim to tame. Each year, the world's tinest sontball players gather in Mudvile to battle tor the World's All-Star Sottball Championship.

Sixty top-ranked players compete on six different fields, from a rocky sandlot to a manicured maio leaque stadium! For serious softballers, it's the All-Star game and World Series rolled into one

Now. it's lournament time once more, and sports fans everywhere are eagerly following this classic contest. Can your team - with a little advice from Dusty Diamond, the legendary all-time All-Star play fiercely enough to win? Or will last year's champions, the awesome "Amazons", triumph again? There's only one way to find out.

Choose your team and ... Play Ball!

The one-player mode of 'Dusty Diamond's All-Star Softball pits you against the computer in a fournament. The object of the tournament is to win five elimination round matches and ultimately to win the final championship match between your team and the "Amazons". The two-player mode lets you play one game against another person at any one of the six different playing fields.

## Starting the game

Before starting. you must choose the game mode. playing field, players, team name, and batting order. Here's how

## 1. Choosing The Game Mode

First. use the Control Pad to choose either START or PASSWORD, then press the "A" button to make your selection.

- When START is selected, you can choose whether you want to play against the computer (1 PLAYER) or to play against another person (2 PLAYERS). Press the "A" button to contirm how many players; then choose which type of game to play, FAST PITCH or SLOW PITCH.
- When you select PASSWORD you can enter the password you received after winning a previous game. Use the Control Pad to select a letter and then press the "A" button to choose it. After you have entered your password, put the cursor on END and press the "A" button. If your password has been entered correctly, you can begin the tournament where you left it. (Note: The password
is given out on the scoreboard only after you've won a game in the 1 PLAYER mode. A picture of the password scoreboard is shown below



## 2. Choosing The Playing Field



In the 1 PLAYER mode, you can choose a game field trom any of the five fields which are shown on the screen. If you are playing in the 2 PLAYER mode, you can choose any field out of the six shown. To select the field, use the Control Pad then press the "A" button to choose it. Atter you have chosen the playing field, be sure to read the ground fules for that field before you play

## 3. Choosing Your Players

Since there are no preset teams in this game, you are tree to make up your own team. You can choose ten players out of a roster of 60 players for your unique, original team. Use the Control Pad to move the white cursor to the player you want to choose: then press the "A" button to choose that player. The players' names are listed at the top of the screen. When you play a two-player game, the white cursor is for PLAYEA 1 (visiting team) and the red cursor is for PLAYER 2 (home team). In a wo player game, both players can choose their team members at the same time. So bewarel Your opponent might get the player you want if you're a slow poke! You might want to race your opponent to get the players, or even flip a coin to
see who chooses first. It's all up to you!
4. Choosing Your Team's Name


There are 2 ह team names. $A$ through $Z$, that you can choose. Select your team name with the Control Pad, pressing up or down to select the name and then choosing it by pressing the "A" button.

Remember, it doesn't matter which name you choose for your team - the names dont have any ettect on the strength or abilities of your team Furthermore. the first team at bat always wears the blue uniforms and the second team at bat always wears the red uniforms

## 5. Choose the Relief Player, Player's Field

## Positions, and Batting Order

The players you choose in step 3 [PREVIOUS PAGE are automatically assigned batting orders and field positions as they are chosen. The automatic placement goes like this:

## FAST PITCH

1st at bat " pitcher
2nd at bat - catcher
3rd at bat - first base
4th at bat - second base
5th at bat - third base
6th at bat - shortstop
7th at bat - left field
gth at bat - center field
9th at bat - right field Reliet player

## SLOW PITCH (10 players)

Same as last pitch except:
Bth at bat - left center
gth at bat - right center
10th at bat - right field
In slow pitch sottball the teams are allowed to use 10 men batting and 10 men out in the field. In "Dusty Diamond's All-Star Softball" the extra man plays in the outfield.
"There is no relief player in the slow pitch game.
To make your own unique team, you need to decide the batting order you want and assign your players to their best playing positions.

- When playing FAST PITCH, place the $1 P$ or $2 P$ cursor on CHANGE STARTING LINEUP and then press the "A" button to change the relief player on your team. Select the player you want to change to relief status with the Control Pad; then make the change by pressing the " A " button. There is no reliet player in the SLOW PITCH game. All ten players are used in the field.
- When you select CHANGE FIELDING POSITIONS and press the "A" button, you can change the tielding positions of your players. First, select one player using the Control Pad; then choose the player by pressing the " $A$ " button. To choose the second player, do the same as you did choosing the first player. This time, however, pressing the "A" button will switch the playing position between the two players you choose (that is, the flashing positions will be switched).
- If you select CHANGE BATTING ORDER and then choose it by pressing the "A" button, you can change the batting order of your team. You change the batting order in the same way you change your player's playing positions.
- After you are through changing things and everything is OK, select PLAY BALLI and press the "A" button to start the game.


## HOW TO USE YOUR CONTROLLER

In this game, you control all movements including throwing, hitting, catching, and running with your controller. (The commands you need to give for the more interesting game plays will be explained later on.)


SELECT Button
START Button
"B" Button
" A " Button

## "A" Button

This button is used for confirming changes. batting, pitching, throwing, and sending base runners back to the base.

## "B" Buttor

This button is for advancing base runners, stealing bases, tagging base runners, pitching, and tricky plays.

## Control Pad

Use this button to move your players around on the field, direct a play towards a certan base choose types of pitches, and select players and playing fields.

To direct a play toward one of the bases, use the Control Pad as it it were a baseball diamond.


For example: When you are fielding, press and hold the Control Pad UP and then press the "A" button to throw the ball to second base. Press and hold the Control Pad DOWN and then press the "A" button to throw the ball home

When you are batting, if you want to advance a runner from second base to third base press and hold the Control Pad LEFT and then press the "A" button

## START Button

Use the START button to call time outs during the game. Time can ONLY be called by PLAYER When time out is called, the player who presses their " $A$ " button first will be able to make changes

## EXPLANATION OF GAME SCREENS

## Batting/Pitching Screen

The action between the pitcher and the batter is shown in the BATTING/PITCHING SCREEN. When a batter hits a ball or a base runner tries to steal a base, the screen will change to the FIELD SCREEN. The base runner's position at that time will be shown on the screen

## PLAYER 1's Team Name

 Name of Player

Score/Count

The name of the player displayed on the BATTING/PITCHING SCREEN will be that of the batter (along with the batter's batting number) when you're at bat. The pitcher's name will be displayed when you're in the field.

## Scoreboard Display Screen

When playing games on all fields (with the exception of the Protessional Field) the scores tor a game in progress and the final scores of a match will be shown on the scoreboard. In addition when you win a game in 1 PLAYER mode, the password will be shown on the scoreboard.

## 1. Batting

Use the Control Pad to position your batter in the batter's box and then press the " A " button to swing. It you let go of the "A" button while swinging, you can bunt.

It you have a batter who is a switch hitter, you can change batting stance by pressing the STAAT button and calling time out. Use the Control Pad. pushing right or left to make the change.

## 2. Advancing Base Runners

When you want to advance your runner trom one base to another, use the Control Pad to tell your runner which base to run to; then press the "B button. Furthermore, when a batter hits the ball, a base funner will run automatically. Be careful! You might have to send the runner back to the original base where he came from if the ball is caught on a fly! Try to avoid being tagged out in these situations

## 3. Returning to a Base

It you need to send your base runner back to a base. use the Control Pad to choose the base you want to return to; then press the "A" button. Keep in mind, though, that once you step on a base, you can't go back to a base before it. For example, if you reach second base on a tly ball BEFORE you try to go back to first base, you will have to remain at second base and will probably be out.

## 4. Stealing Bases

(FAST PITCH ONLY - stealing bases is not allowed in SLOW PITCH soltball)
Use the Control Pad to choose the base that you want your runner to advance to; then press the " B button. Your runner will steal a base. But remember, in soltball you can't steal a base until the ball has left the pitcher's hand!

## 5. Changing Players

FAST PITCH ONLY - in the slow pitch game, all 10 players play at the same time.

## Pinch Hitters

It you call time out and then press the "A" button when your team is at bat, the screen will change to the pinch hitter screen. It you choose the PINCH HITTER command here, you can send in a pinch hitter for the player whose name is flashing (the player at batt).

## Pinch Runners

When you have a runner on base, you can send in a pinch runner. Choose the pinch runner the same way you would choose a pinch hitter. (When there are more than two runners on the bases, the batting order number will flash; use the Control Pad to select which player will be replaced by a pinch runner.)
*Since there is only one relief player, plan carefully when you send in your pinch hitter or runner.

## HOW TO PLAY DEFENSE

## 1. Pitching

First. use the Control Pad, pushing right or left to determine the position of your pitcher

Use the controller in the ways described below to choose the kind of pitch your pitcher will make The pitches are different for FAST PITCH and SLOW PITCH, as indicated below.

## FAST PITCH

Hold the Control Pad UP and press the " $A$ " or " $B$ " button to throw a slow ball.
Hold the Control Pad DOWN and press the "A" or "B" button to throw a fast ball.
Pressing ONLY the "A" or " $B$ " button throws a normal speed pitch.

## SLOW PITCH

Hold the Control Pad UP and press the "A" button to throw a short, flat pitch.
Hold the Control Pad DOWN and press the " A " button to throw a long, flat pitch. Hold the Control Pad UP and press the "B" button
to throw a short, high pitch.
Hold the Control Pad UP and press the "B" button to throw a long, high pitch.

After the ball has lett the pitcher's hand, push the Control Pad lett or right to make the ball curve. Femember that some players can control the ball much better than others and that pitchers can get tired. When pitchers get tired, they can't throw the ball as fast or make it curve as much as when they are fresh.

## 2. Fielding Balls

Use the Control Pad to move your player towards the ball to tield grounders and pop tlies.

## 3. Throwing Balls

When you want make a play at a base, use the Control Pad to select the base you want; then press the "A" button to throw the ball to that base. It you don't choose a base, your throw will automatically go to first base.
4. Tagging/Going After Base Runners After you have the ball in your possession, press
and hold the Control Pad to select the base where you want to make the play and then press the " B " button. Instead of throwing the ball, the player who has the ball will run over to the base you choose. It you haven't selected a base, your player will automatically run over to first base.

## 5. Tricky Plays

When you want your player to make a diving catch, use the Control Pad to select the direction you want to dive toward and then press the " B " button. If you press ONLY the " $B$ " button without pushing a direction on the Control Pad, your player will jump straight up. (Some players with special abilities will jump very high when you press the "B button, and others can even tloat in midair! When you want those players to come back to earth press the "A" buttion.)

## 6. Changing Fielding Positions

To change tielding positiens call time out (by pressing START), then press the "A" button. You can swith the fielders around or substitute a player.

## INTRODUCTION TO THE PLAYING FIELDS

## Sandlot Field

Since this is the smallest field, homers are easy to hit. The outfield has some surprises, such as uneven grass, rocks. and posts that can get in your way, so the playing abilities of your outhelders are crucial

## Park Field

The grass field is a litte larger than the sandlot field. Because there are obstacles like a pond and a sand trap, make sure that the players you pu the closest to those areas can handle them. The outfield beyond the home run line is huge on this field, and any ball that rolls beyond the home run line is still live.


## Cliff Field

The third smallest of the six, the clift field is bounded by a cliff and an ocean. There are patches of uneven grass and sand in the outtield Be careful when the ball hits against the cliff on the left side of the field

## School Field

A school yard is being used as a field here. Wher you hif the school building, you can get a home run. But watch out - if you break a window, you're out!

## Island Field

This is the second largest of the six fields. Since there's no home run line, a ball has to go over the lence to be a home run. There are practically no obstacles on this field

Professional Field
This field is a real softball tield - it even has a scoreboard like in the big leagues! Because this is the biggest field, even your power hitters will find it difficult to hit home runs here.



## EXPLANATION OF YOUR PLAYERS' ABILITIE

In addition to the some of the characteristics that are already a part of the players, the players also have some very special abilities. The advice from Dusty Diamond (in the player description section soout the plavers' abilities can help you determine some of these unusual characteristics. These abilities are explained below.

## Ability to Move Freely on Uneven Grass

Jsually, a player will get bogged down on uneven grass, but plavers who have this special ability wil be able to run across these places without any problems.

## Ability to go into Water Hazards.

Normally, players can't go into water hazards such as ponds, but players who have this characteristic can go into these areas freely and go alter the ball.

## Tackling Power

Even though your players might be called out
when sliding into a base, if they have this ability. they will be able to knock the ball out of the fielder's hand and will be sate.

## Ability to Move Around Freely in Sand Traps

 Players normally go slowly when they're running through sandy areas, but players with this ability can run over these places without any problems. This can be very useful on some fields.
## Ability to "Float" in Mid-air

 Some special players can jump very high and some can actually "float" in midair when they are playing delense. Press the "B" button to jump up and the "A" Button to come back down. Remember, these guys are All-Stars!
## Ability to Climb Fences

Players with this ability can climb the outfie fences. However, once these players are up on the fence, they can't go left and right along the ence. They can catch the ball while on the fence, though

## ncredible Jumping Powers

These players can jump farther and higher thar other players, so they will be able to quickly get to balls that are far away

## Ability to Dodge Tags

Even if it seems like a player might get tagged out vhile running between bases. some plavers wit always be able to dodge the tag and get on base safely. A plaver with this ability can be extremel usetul as a pinch funner

## ncreased Power at Night

Each game will become a night game towards the middle of the match, and some players will ncrease and improve their batting ability (aim and distance).

## Ability to Fly at Night

At night, the players who have this special ability will be able to fly when you press the " B ' button. Press the "A" Button to bring them back down.

## INTRODUCTION TO THE PLAYERS

In Dusty Dramond's All-Star Sottball, you can choose from a rosfer of sixty players to make up your own team. I'V introduce them to you here and I'l give you some pointers on each player


## GARY MAGILICUTTY

 cary 15 a welloa anced payer, but Gectso be an ercerent puther because of his sott pitching style. He's small and quick and likes to play on grass hieds a reliable sort of guy Brothers:
## "ACE" McFACE

A balanced player who's good at bot detensive and oltensive play, Ace would be pertect player fo have at the park tield. He has a great arm but the hits il at all Doesn't mind getting his teet wet

## DOH SWAMSON

Don can cover a lot ot wet ground withoud geting a lot of wet groutio extraordinany pitcher. He likes to bat extraordinary picter. He likes 10 ba that Don is going to retire in Miami affer this series.
"CAP" KOOSHSKY
Cap lkes the night much better than Cap lkes the night much better than the day. So he only plays lair during
the day. But watch out - he's an AllShe day. But watch out - hes an All likes to catch those letties throwing curve balls.

## UJI YAMAMOTO

bult has excellent hitting and bockning buities. He could be a central play in your team. Strong till he tires.


## ALAN THINNE

Although his real occupation is something complesaly diflerent, Ala oves softiall. His abiltes are good e can be a wery usetul player.

## CLARK KAENTARSKI

clark has top delensve, otlensive, and unning abilpes. He can be an excele hitter with runners on base

## GENE BODEEM

Sited as a catcher Gone is a real ower hitter Go he might is a real power hitter. So he might conte in neup. It he gets hold of one, heill hit it into the next county. Good arm, while it lasts.
"RIP"
Aip is a sottbal-loving dude. His abilites are average, but he can be an

## CASEY ROGUEFORT

Casey is the worst hititer on the aster, but he's a great delensive player.


## DOUG MAGILICUTTY



JMMY JANSEM
Jimmys excellent batting abilities and give him the potential to toot can geader. Hes a bireless rumner and selder. Always gets wood on the tast ball.

Doug has average offersive and defensive capabilites, but he comes nwery handy at the clit field. Lots of stamina tor the beach or the dunes.
Doesn't like curves, but he still has pretty good hitting power The other ane of the famous "Maglicutty Brothers"

居


## "BIFF" WHIFFSTER

The can be a liftle slow on his leel. but Biffs training has given him
outstanding strengith. He can be an excellent hitter at the right moment.

DAVY D.


SID SAVAGE
an excellent detensive player, Sid is a versatile player who would be xcelient playing third base and
ground and always gets the iump on ground ball.

## JOHNHY BELARSKI

Johnry can be an excellent power hitter. He also makes an excellen throwing arm. Very good tackler too.

## "FROGGY" McFARLAND

 This guy runs tunny out in the field. but he's a pretty good hitter. He's the Army, Air Force and Marines all rolled in one. He can chase it on the ground, in the air, or on the water
## ARNIE SCHWARZ

detensive player ou can use him to firm up you defense when you have the lead. Me's tast and has a good arm. Can hit it tar though, if he hits it at all.

## HARRY LEWIS

Harry is well sulted to be a pitcher but also comes in very handy as a pinch hitter. He never gets tired. One of the famous "Lewis Brothers:

## leon little

Leon is an bxcelient clean-up hiter He can be the pillar of the team. He's got power and agility, but loses is courage when the ball breaks toward him at the plate.


## JOEY SPRIMGER

A player with halanced abiitios Joey tas excellent jumping power that night come in handy on the field. Hes small and cat-ree, quich fearless: but except for jumping, he's


Somehow Armie is besi suiled as a pitcher. He's also an above averago hitter and detensive piayer. People say he closely resembles the Lewis Brothers

Davy D. is a top fight oftensme and defensive playet You might want to and strong and will jump all over those lettes, but a fighty should know how to tire him.
"SLICK" SLICKSTER
Although he's still in elementary defonsive player. As a matter of fact detenive player. As a matter of lact player. He can be a very effective hitter 100.

"W000Y" PECOS
Woody has average abilities. Hes on of a showboat. He's usually ootest playing in tront of an udience. He can get pretty good wood on a curve ball at those rigt grass.


## "MUDCAT" McDONAGH

 Mudcat thrives on the cheers of the crowd. Hell do very well in the rotessional Stadium. In addifion Mudcat is pretty good on the other belds too.
## "FAST" EDDIE B.

Eddie is a short range hifter during he day but becomes a power hitter at night. A real nightlife kinda gun He's a good fielder, too. All in all valuable player

## ROCKY RICARDO

His llashy tornado-like pitching
windup is worth seeing in action Since he's also an excellent hitter pou might want to have him pitch and bat cleanup



CHUCK "Can I Pay Ya Next Tuesday?"SILVER
He's OK but he could be worse Chuck is pretty lame during the atternoon but come night tall, he can a terror
 not very strong.


## RODNEY HOLMES

he's excesent at making people augh, but his play leaves something 10 be desired. Most pecple laugh al hat, too. Hesca sose bat hal we re talkin' SLOW

## PETER "DAD" LaDEUDE

 Peter can throw pretty tricky pitches You can also use him as a pinch hough, he s not easily tooled.
## LAMCE BOYLE

Lance's excling batting style is right on the mark - that's his strong su He's not a shabby pitcher either.
"DIZZY" McFLY
Dizzy has practically no hitting ability but since he can realy fly, he come:
in handy to stoo those tall homers He tires easily, though

## ZELDA

Zelda uses her broom as a bat. He batting ability is very strongly bed to chance and ucs, but that bat wicked and effective.

## LARRY LEWIS

Larry's excellent batting ability makes him a great clean-up hither. This qu loves to hit -as long as it's a tast ba He's not a bad detensive player ether. Doesn't mind getting his teet wet. The other one of the tamous Lewis Brothers


## STAN BAHAHZAN

slan is tast on his feet, and can climit the tences too. These abilities mak him an ideal outhelder. In addition he's a pretty reliable hitter

## "DIABLO" JOMES

Diablo's metal bat gives him Dhablos metal bat gives hime Pertect as a catcher and a clean-up hitter, he'll hit them hard and long, but dont ask him to hield.

## KIRK SHIRKSTER

day probably the most average wayer you can get. No

## BRUNO (just BRUNO)

Bruno is a good pinch hitter, but he can also be a pretty good catcher. His lackling power is enormous. He happy and reliable, except when he sees the pitch breaking in

## MIKEY "THE ROCK"

 MOHTROSEMikey's throwing arm is ternityingly trong. Good gove, good arm and he can hit the long ball. Although his conslant errors make him an worth having on your team.


## RONNIE RAY

Snces he thrives on popolarity, Ronnie does very well where there are audiences. That means that hell be a great player on the Prolessional Field.


## "BIG AL" SAMTOS

Big Al is a good pinch hitter. Because Big Al is a good pinch hitter. Because he has encellent tackling power, yo ruiner. Stand him up there against a letty.


## "SLASH"

Slash is a litele weird but he can get the iob done. He can be a very he job done. He can be a very tield. Nice hair

CLAUDE "BIG HIT" BAKER
He's got a pretty good hitting arm, but he's slow on his feet. He can also hit a last ball pretty good, but he is SLOW


## ROCK BUMSON

Although he's not very agile, you car count on Riock to hit the gall out of the park. His awesome tace can be when he's awake. Slow and strong.

BORIS BADASOV
Although he really doesn't have any utslanding qualities. Boris's penetrating stare and tacking pow bases covered.

## LOUIS JOHNSOM

This guy is so last he ought to be in the Olympics, although he's a pretty incompetent batter. Sinca he's very at getting bunts. This guy is tireless for a tew innings, anyway

## "FLIP

One of the countrys leading pitcher Flip draws on his expertise in bodybuiding. Ris unique pitchin style can make a fool out of the batter.


## MATT "THE MONSTER"

 BENSOMImen you re fielding, don thake this player lightly; he may be able to great hit of you is you don't concentrate on your pitching.

## JOSH BAGOSH

His pitching arm is excellent - very good at throwing tricky pitches. He's and never tires. Not a bad bet againt a curve ball pitcher, either

## "BINKY" LeFLEUR

He's fun to watch because of his unique runifing style. Also, since he's quick on Fis teet. Birky makes an ideal outfielder

"SPARKY" NACKLEDRAE
Sparky has a strong artm and can The onty pody as a utility player. The only problem is, this guy makes a lot of errors. He can throw, he ca ait, he can climb (cimb?)

## BRIAN BRAYEM

Hes much beter at shutlepuck, bu if his talents can be appled in soltball, he can be an excellent player. Not a bad bat, as bats go

## BELA LOMBARDI

An excellent all around player, Bela has territic defensive and oftensive playing abilities. This guy can also get airborne after dark. He can hit almost anything.

## TONY LARUE

Tony is an average player, however he plays his best on the park field. It's hard to get much by him, and he
doesn't mind going tor a swim.

## ARTIE JEMSEM

Tho firs that he can get with his prosar can be speclacular. You can depend on them to be an mportani fitter in any lineup. His bat mayy look tunny, but 1 works


## MIKE D'MALLEY

Muse has high-level hitting and
throwing ablities, and he can be counted on when you're in a bind. He's a tireless tast ball hitter. Nice moustache


GLEHN BIGHAM
A player with good hitting ability and tast teet, Glerin would be a terrific ead-oft hither. He's a mean anything till he tires oul hell hit mosi


## "SUNHY" BUDDIMSKI

## RULEB00K

FAST PITCH sottball is very similar to baseball. The rules for both games are basically the same SLOW PITCH sottball has some rules that are unique to SLOW PITCH (these rules have been noted in the sections where they apply). In "Dusty Diamond's All-Star Sottball", the rules described below are also used.

1. When you are playing in the one-player mode. your goal is to deteat the Amazons atter you have deteated five other teams in the ellimination
rounds. You can play over and over again at the same point in the competition round even when you lose.
2. When you are in two player mode, you play only one game. You are free to choose any one of the six fields to play on.
3. The normal softball game is seven innings. Overtime can go into 14 innings, with the 14 th inning under special rules (The inning will become a contest between the two teams to see who can get the most runs with one out and two men on

## base).

MPORTANT: It you end a game in the one-player mode with a tie in the 14th inning. you are considered to have lost that game
4. If there is a ten-point difterence in the score at any point in the game, the game will be automati cally called and the team that is anead will be the winner
5. The game will always be held during daytime, however halfway through the game if will become a night game (You will be able to tell by the change in color at the scoreboard screen)
5. All the characters in the game are fictional and bear no relation to real people.

## WINNING STRATEGIES

- The all-poweritl Amazons have the strength to deteat any challengers. Defeating the champs won't be easy, but if you keep the hints described below in your head you can do it!
- In this game, there are no completely useless players. Every player has the ability to be useful. The important thing to consider when you make your team is to decide whether you want a team with a strong offense or a team with a strong defense or a team with excellent mobility...etc. You need to make a team that is focused and suits your playing style.
- Even strong players will not be able to perform well it they're not put in positions that are suited to them. Don't be lazy! Before the game, make sure to change the playing positions and the batting order. In addition, you might want to change the position of your players depending on the playing field, too!
- Some players may not play well but you may like their style. Don't be atraid to put them on your
team. Somehow they may come through for you! Now that you have al the information you need to make up your own unique and original team, PLAY BALL! Defeat the Amazons!!


## Top 10 Player List According to Attributes

## Long Range Ritting

Gene Bodeen
Johnny Eelargk
Rock Eunson
Fuil Yamamoto
"Drablo" Jones
Davy D.
Artie Jensen
Lance Boyle
9. Larry Lewis
10. Leon Little

## Batting Average

Clark Kaentarski
C. Clenin Bigham Jimmy Jansen Slan Bananzana
Ross Davis
-Diablo Jones
Claude Baker
Bela Lombardi
9. "Fast" Eddie B. $29{ }^{\text {10. Fuli Yamamoto }}$

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Stamina
    1. Josh Bagosh
    2. "Flip"
    3. "Froggy" McFarlanc
    4. Harry Lewis
    5. "Sparky" Nackledrag
    6. Don Swanson
    7. Ross Davis
9. Johniny Belarski
9. Doug Magilicuty
10. Mike OMalley
Tricky Pitching
    1. Peter LaDeude
    2. Clark Kaentarski
    3. "Flip
    4. Bela Lombard
    5. Josh Bamosh
    6. "Eabe" Elutarski
    7. "Eif" Whilfsler
8. "Sparky" Nackledrag
9. Joey Springer
9. Noey splinger
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9. Stan Bananzana
10. Jose Hamsende
11. Casey Roguelor
12. Fuil Yamamblo

## COMPLIAMCE WITH FCC REGULATIONS

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- Fecructhe the receming antenna. wo whespet to tecemer
- Move the NES away tom the receiver
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